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L1	0	719-328.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/31 15:39
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L3	5	I2 and shar\$5 near5 global near5 information	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/31 15:40
L4	30	I2 and multiple near3 session	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/31 15:40
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L16	337	717/114.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/31 15:51

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S8	37	((web near application) same API) and HTTP	USPAT; EPO; JPO	OR	ON	2004/01/02 15:14
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S54	3	URL same broadcast\$5 and ((picture or image or JPEG) near5 (sheet or page) near5 number)	USPAT	OR	ON	2005/07/24 23:52
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Relevance scale **1 Systematic output modification in a 2D user interface toolkit** W. Keith Edwards, Scott E. Hudson, Joshua Marinacci, Roy Rodenstein, Thomas Rodriguez, Ian SmithOctober 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available:  [pdf\(1.24 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** drawing effects, interactors, output, rendering, user interface toolkits**2 Applications of GIR: Ontology-based service discovery in spatial data infrastructures** Michael LutzNovember 2005 **Proceedings of the 2005 workshop on Geographic information retrieval GIR '05**

Publisher: ACM Press

Full text available:  [pdf\(246.57 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Spatial data infrastructures will greatly benefit from the ability to compose services providing geospatial data with services for processing these data. Discovering suitable geoprocessing services is a major challenge in this endeavour. Current (keyword-based) approaches to service discovery are inherently restricted by the ambiguities of natural language, which can lead to low precision and/or recall. To alleviate these problems, we propose a methodology for service discovery which uses ontolo ...

Keywords: ontologies, service discovery, spatial data infrastructures**3 Extending Java for high-level Web service construction** Aske Simon Christensen, Anders Møller, Michael I. SchwartzbachNovember 2003 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 25 Issue 6

Publisher: ACM Press

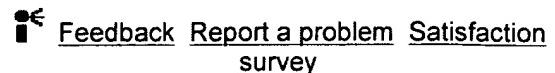
Full text available:  [pdf\(947.02 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We incorporate innovations from the <bigwig> project into the Java language to provide high-level features for Web service programming. The resulting language, JWIG, contains an advanced session model and a flexible mechanism for dynamic construction of XML documents, in particular XHTML. To support program development we provide a suite of program analyses that at compile time verify for a given program that no runtime errors

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1 Rendering systems on clusters: Design and implementation of a large-scale hybrid distributed graphics system

Jian Yang, Jiaoying Shi, Zhefan Jin, Hui Zhang

September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization EGPGV '02**

Publisher: Eurographics Association

Full text available:  [pdf\(237.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although modern graphics hardware has strong capability to render millions of triangles within a second, huge scenes are still unable to be rendered in real-time. Lots of parallel and distributed graphics systems are explored to solve this problem. However none of them is built for large-scale graphics applications. We designed AnyGL, a large-scale hybrid distributed graphics system, which consists of four types of logical nodes, Geometry Distributing Node, Geometry Rendering Node, Image Composit ...

Keywords: geometry compression, global share, image composition, image compression, large-scale cluster rendering, logical timestamp, memory explosion, parallel rendering, remote graphics, tiled displays, virtual graphics

2 Multi-client LAN/WAN performance analysis of Ninf: a high-performance global computing system

Atsuko Takefusa, Satoshi Matsuoka, Hirotaka Ogawa, Hidemoto Nakada, Hiromitsu Takagi, Mitsuhsisa Sato, Satoshi Sekiguchi, Umpei Nagashima

November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: ACM Press

Full text available:  [pdf\(169.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Rapid increase in speed and availability of network of supercomputers is making high-performance global computing possible, including our *Ninf* system. However, critical issues regarding system performance characteristics in global computing have been little investigated, especially under multi-client, multi-site WAN settings. In order to investigate the feasibility of *Ninf* and similar systems, we conducted benchmarks under various LAN and WAN environments, and observed the following resul ...

Keywords: global network computing, performance evaluation

3 Learning not to share

Jason Liu, David Nicol

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Relevance scale

1 Local error recovery in SRM: comparison of two approaches

Ching-Gung Liu, Deborah Estrin, Scott Shenker, Lixia Zhang
 December 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 6

Publisher: IEEE Press

Full text available: [pdf\(539.49 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)



2 A protocol for route establishment and packet forwarding across multidomain internets

Deborah Estrin, Martha Steenstrup, Gene Tsudik
 February 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 1

Publisher: IEEE Press

Full text available: [pdf\(1.72 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



3 Introduction to collaborative visualization

 Greg Johnson, T. Todd Elvins
 May 1998 **ACM SIGGRAPH Computer Graphics**, Volume 32 Issue 2

Publisher: ACM Press

Full text available: [pdf\(331.70 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)



To gain additional perspectives and expertise on data and information imaging topics, I will periodically solicit articles from researchers in the visualization community. Greg Johnson has graciously contributed this month's introduction to collaborative visualization. The subject is one that I feel is of growing importance and interest. Greg and I are interested in your views on this emerging technology and welcome your email.

4 An analysis of database workload performance on simultaneous multithreaded processors

 Jack L. Lo, Luiz André Barroso, Susan J. Eggers, Kourosh Gharachorloo, Henry M. Levy, Sujay S. Parekh

April 1998 **ACM SIGARCH Computer Architecture News , Proceedings of the 25th annual international symposium on Computer architecture ISCA '98**, Volume 26 Issue 3

Publisher: IEEE Computer Society, ACM Press

Full text available: [pdf\(1.57 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Simultaneous multithreading (SMT) is an architectural technique in which the processor

issues multiple instructions from multiple threads each cycle. While SMT has been shown to be effective on scientific workloads, its performance on database systems is still an open question. In particular, database systems have poor cache performance, and the addition of multithreading has the potential to exacerbate cache conflicts. This paper examines database performance on SMT processors using traces of th ...

5 Streaming 2: Distributing media transformation over multiple media gateways

 Wei Tsang Ooi, Robbert van Renesse

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available:  [pdf\(227.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Media gateways have been proposed as a solution to the network heterogeneity problem in media multicasting. Services on the gateways transform media streams as they flow through the gateways. In this paper, we present our work on composable services in media gateways. A user can request a computation to be performed on a set of media streams. The system then distributes the computation over multiple gateways for execution. We present an algorithm for decomposing the computation into sub-computat ...

6 Inter domain policy routing: overview of architecture and protocols

 Deborah Estrin, Martha Steenstrup

January 1991 **ACM SIGCOMM Computer Communication Review**, Volume 21 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(664.54 KB\)](#) Additional Information: [full citation](#), [index terms](#)

7 The user-centered iterative design of collaborative writing software

 Ronald M. Baecker, Dimitrios Nastos, Ilona R. Posner, Kelly L. Mawby

May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available:  [pdf\(1.76 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents the user-centred iterative design of software that supports collaborative writing. The design grew out of a study of how people write together that included a survey of writers and a laboratory study of writing teams linked by a variety of communications media. The resulting taxonomy of collaborative writing is summarized in the paper, followed by a list of design requirements for collaborative writing software suggested by the work. The paper describes two designs of th ...

Keywords: behavioral research, collaborative writing, computer-supported cooperative work, groupware, iterative design, synchronous and asynchronous writing, user-centered design, writing software

8 Consortium: a framework for transactions in collaborative environments

 Vram Kouramajian, Ross Dargahi, Jerry Fowler, Donald Baker

December 1995 **Proceedings of the fourth international conference on Information and knowledge management**

Publisher: ACM Press

Full text available:  [pdf\(784.75 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

9 Software engineering for mobility: a roadmap

Gruia-Catalin Roman, Gian Pietro Picco, Amy L. Murphy

May 2000 Proceedings of the Conference on The Future of Software Engineering**Publisher:** ACM PressFull text available:  pdf(2.07 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**10 Facilitating orientation in shared hypermedia workspaces** Jörg M. HaakeNovember 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work****Publisher:** ACM PressFull text available:  pdf(1.68 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Shared workspaces are an important means for supporting long-term synchronous and asynchronous collaboration. Shared workspaces themselves become difficult to manage due to increasing size and constant change. This is especially true for shared hypermedia workspaces. Thus means for managing the shared hypermedia workspace in terms of keeping an overview of the group's work and coordinating changes become necessary. In this paper we propose a shared hypermedia workspace model repre ...

Keywords: awareness, collaboration support, cooperative work, coordination, orientation, shared hypermedia workspace

11 A virtual circuit deflection protocol

Emmanouel A. Varvarigos, Jonathan P. Lang

June 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 3**Publisher:** IEEE PressFull text available:  pdf(319.71 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: Manhattan Street network, deflection routing, multigigabit networks, optical switching, performance analysis, tell-and-go protocol, virtual circuit switching

12 Session 4: From local to global coordination: lessons from software reuse Rebecca E. GrinterSeptember 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work****Publisher:** ACM PressFull text available:  pdf(257.04 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Software reuse offers the promise of reducing product costs and increasing system reliability by making it possible to share code. However, software reuse in practice has proved much harder. This paper examines three cases of software reuse to understand why reuse remains elusive. The findings show that reuse encounters three coordination problems: the work required to traverse boundaries, the effects of organizational and environmental changes, and the coordination required to align and assembl ...

Keywords: recomposition, software reuse

13 Lessons learned from employing multiple perspectives in a collaborative virtual environment for visualizing scientific data Kyoung S. Park, Abhinav Kapoor, Jason LeighSeptember 2000 **Proceedings of the third international conference on Collaborative virtual environments****Publisher:** ACM Press

Full text available:  pdf(289.25 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper explores the concept of multiple perspectives to enhance collaboration by allowing remote participants to tailor their views, user-interfaces and roles to their particular needs and expertise. It describes a preliminary design study conducted on users of a collaborative CAVE-based virtual reality tool for visualizing oceanographic data. Results will focus on the patterns of activity within this environment, in particular the manner in which participants transition between individual ...

Keywords: CSCW, awareness, multiple perspectives, subjective views

14 Scope consistency: a bridge between release consistency and entry consistency 

 Liviu Iftode, Jaswinder Pal Singh, Kai Li

June 1996 **Proceedings of the eighth annual ACM symposium on Parallel algorithms and architectures**

Publisher: ACM Press

Full text available:  pdf(1.27 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 A new approach to collaborative frameworks using shared objects 

Aaron Ceglar, Paul Calder

January 2001 **Australian Computer Science Communications , Proceedings of the 24th Australasian conference on Computer science ACSC '01**, Volume 23 Issue 1

Publisher: IEEE Computer Society , IEEE Computer Society Press

Full text available:  pdf(836.28 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

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Multi-user graphical applications currently require the creation of a set of interface objects to maintain each participating display. The concept of shared objects allows a single object instance to be used in multiple contexts concurrently. This provides a novel way of reducing collaborative overheads by requiring the maintenance of only a single set of interface objects. This paper presents the concept of a shared-object collaborative framework and illustrates how the concept can be incorporated ...

16 Bandwidth-allocation policies for unicast and multicast flows 

Arnaud Legout, Jörg Nonnenmacher, Ernst W. Biersack

August 2001 **IEEE/ACM Transactions on Networking (TON)**, Volume 9 Issue 4

Publisher: IEEE Press

Full text available:  pdf(310.14 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Using multicast delivery to multiple receivers reduces the aggregate bandwidth required from the network compared to using unicast delivery to each receiver. However, multicast is not yet widely deployed in the Internet. One reason is the lack of incentive to use multicast delivery. To encourage the use of multicast delivery, we define a new bandwidth-allocation policy, called *LogRD*, taking into account the number of downstream receivers. This policy gives more bandwidth to a multicast fl ...

Keywords: Bandwidth-allocation policies, multicast, unicast

17 Report on the Second European SIGOPS Workshop "making distributed systems work" 

 Sape Mullender

January 1987 **ACM SIGOPS Operating Systems Review**, Volume 21 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.89 MB) Additional Information: [full citation](#), [index terms](#)

18 A new methodology for representation of TCP performance in multiconnection environments

 Eva González-Parada, J. M. Cano-García, A. Díaz-Estrella

January 2005 **ACM SIGCOMM Computer Communication Review**, Volume 35 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.27 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a new methodology for graphical representation of TCP performance, either in simulation or real tests, for scenarios where many connections carrying different amounts of data coexist simultaneously. The methodology is based on statistical evaluation of the connections' goodput and graphical representation of the results using three plotting styles, each optimized for a different analysis. The suitability of this methodology has been proven by analysing the performance of diff ...

19 Scalable reliable multicast using multiple multicast channels

Sneha Kumar Kasera, Gísli Hjálmtýsson, Donald F. Towsley, James F. Kurose
June 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 3

Publisher: IEEE Press

Full text available:  pdf(318.40 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: multicast channel, reliable multicast, retransmission scoping

20 Experiences with HyperBase: a hypertext database supporting collaborative work

 Uffe Kock Wiil
December 1993 **ACM SIGMOD Record**, Volume 22 Issue 4

Publisher: ACM Press

Full text available:  pdf(762.76 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper describes the architecture and experiences with a hyperbase (hypertext database). HyperBase is based on the client-server model and has been designed especially to support collaboration. HyperBase has been used in a number of (hypertext) applications in our lab and is currently being used in research projects around the world to provide database support to all kinds of applications. One application from our lab is a multiuser hypertext system for collaboration which deals with th ...

Keywords: collaboration, data modeling, experience, hypertext database, performance

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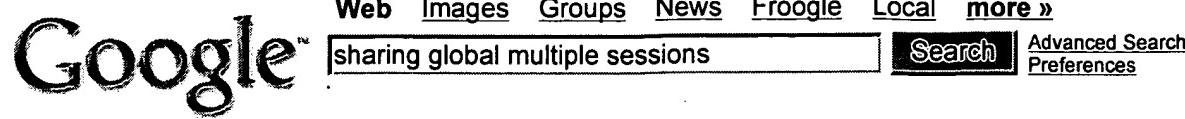
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If you have **multiple** web sites and you are **sharing** information, ... However, just like IIS 3.0, **Sessions** in IIS 4.0 are restricted to the scope of the ... www.15seconds.com/issue/970828.htm - 85k - Cached - Similar pages

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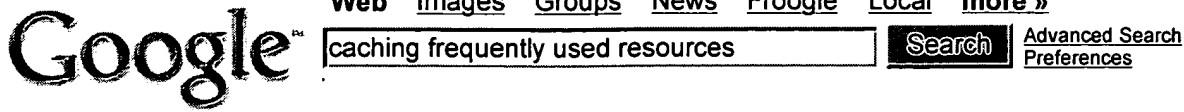
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The good news is that developers have a raft of **resources** from which to choose,
... **Caching frequently used** objects improve J2EE server-side performance ...

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Frequently changing content is designed in a **cache-friendly** way that ...
the application releases or evicts **resources** that are not **frequently used**, ...

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resources that are **frequently used**. 3 CONCLUSIONS AND FUTURE WORK. The implementation
of the Dynamic Caching design proto-pattern reduces bandwidth ...

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J2EE object caching frameworks

Resources stored in the **cache** require memory. If these **resources** are not **used** for a
... These algorithms are based on criteria such as least **frequently used** ...

www.javaworld.com/javaworld/jw-05-2004/jw-0531-cache.html - [Similar pages](#)

Proxy server - Wikipedia, the free encyclopedia

... a request for a Web **resource** (specified by a URL), a **caching** proxy looks for
... CGI proxies are **frequently used** to gain access to web sites blocked by ...

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What is cache? - A Word Definition From the Webopedia Computer ...

Many **cache** systems use a technique known as smart **caching**, in which the system
can recognize certain types of **frequently used** data. ...

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Use Server Cache Control to Improve Performance - apache web ...

Web **caching** stores **frequently used** objects closer to the client through browser
... As the name implies, ExpiresByType targets **resources** for **caching** by MIME ...

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ONJava.com: Object Caching in a Web Portal Application Using JCS

... about any of these **caching** implementations, the **resources** section at the end of
... Faster access to **frequently used** data in the web portal application. ...

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Project description: caching framework

A **cache** is a transparent fast local store for **resources** which are hard to ...

LFU (Least Frequently Used): Discard the entry with has been accessed the ...

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Page Cache (Microsoft Patterns)

Many caches implement strategies such as Least Frequently Used (LFU) to remove
pages that have ... Because a page **cache** is primarily a read-only **resource**, ...

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